

FRAMED immersive projects GmbH & Co. KG is looking for a new team member to start as soon as possible at our Berlin location:

Software Developer – Unity Engine (m/f/d)

FRAMED immersive projects GmbH & Co. KG is a Berlin-based studio specializing in innovative sound design, immersive audio technology, and interactive media art. We develop and install a headphone-based spatial audio system under the brand name Usomo that dynamically renders sound in real-time, responding precisely to users' movements through physical space.

We are looking for a software developer to join our team full-time and contribute to the development of our core technology platform within Unity game engine. This is a highly creative engineering role at the intersection of software development, interactive audio, and immersive media. You will work on systems that power spatial audio experiences, collaborate closely with artists and sound designers, and help shape the technology behind internationally exhibited installations.

Your Tasks:

- Contribute to the design, development, and evolution of software systems within the Usomo platform
- Design, maintain, and improve systems for real-time spatial audio and interactive experiences
- Collaborate closely with artists, sound designers, and technical creatives to realize immersive installations
- Troubleshoot and resolve technical issues remotely and onsite
- Support deployment, testing, and maintenance of installations across Europe

What You Bring:

- Experience working with Unity Engine and C#
- Strong problem-solving and communication skills
- Willingness and ability to travel within Europe
- C1 level English or equivalent: English is the primary language for communication within the team and with international clients

Nice-to-Have Skills:

- Experience with C++
- Experience working with audio technology, interactive audio, or game audio
- Experience with Wwise and WAAPL
- Experience with RF-related systems/ wireless device communication
- German language skills

What We Offer:

- Flexibility, autonomy, and room for technical experimentation
- The opportunity to shape cutting-edge immersive audio systems
- Work on internationally exhibited media art installations
- A highly interdisciplinary and collaborative environment in Berlin
- Travel opportunities across Europe
- Opportunities for long-term growth within a small, ambitious team

Apply Now

Send us your CV to job@usomo.de, a short cover letter describing why you're interested, and any portfolio, github, or demo links you'd like to share.